



BATTLETOME: BEASTS OF CHAOS

Official Errata, October 2018

The following errata correct errors in *Battletome: Beasts of Chaos*. The errata are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Regional update', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Page 66 – Savage Dominion

Change the rule to:

'Savage Dominion has a casting value of 5. If successfully cast, pick an enemy **MONSTER** unit that is a single model within 18" of the caster and visible to them, and roll 2D6. If the roll is equal to or greater than that model's Bravery characteristic, you can move it 3" towards the closest other model. You can then pick 1 other unit within 1" of that **MONSTER** and roll a number of dice equal to the **MONSTER**'s Wounds characteristic. For each 4+, that unit suffers 1 mortal wound.'

Page 82 – Followers of the Brass Bull

Change to:

'Units from this battalion gain the **KHORNE** keyword. In addition, this warscroll battalion is part of the Khorne faction and the Beasts of Chaos faction.'

Page 83 – Covens of the Changer

Change to:

'Units from this battalion gain the **TZEENTCH** keyword. In addition, this warscroll battalion is part of the Tzeentch faction and the Beasts of Chaos faction.'

Page 84 – Vectors of the Plague God

Change to:

'Units from this battalion gain the **NURGLE** keyword. In addition, this warscroll battalion is part of the Nurgle faction and the Beasts of Chaos faction.'

Page 85 – Marked by the Decadent Fiend

Change to:

'Units from this battalion gain the **SLAANESH** keyword. In addition, this warscroll battalion is part of the Slaanesh faction and the Beasts of Chaos faction.'